MICHELLE E MAZO

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EDUCATION

UNIVERSITY OF CALIFORNIA, SAN DIEGO - GPA: 3.7

Cognitive Science with a Specialization in Human-Computer Interaction - Minor in Computer Science

EXPERIENCE

NEWCO February 2024 - Present

Product Designer/Figma Expert

- Led the design and development of user-friendly interfaces for the travel company's web and mobile applications.
- Created a comprehensive design system in Figma, establishing consistent design standards and reusable components, which streamlined the design process and improved efficiency across the design team.
- Designed and developed an MVP product to demonstrate the company's vision and potential, playing a key role in successfully securing investment from major stakeholders.
- Conducted user research and usability testing to gather insights and feedback, which informed design decisions and enhanced the overall user experience.

RELENTLESS AGENCY

July/2023 - August//2023

Jr, UX Designer

- Spearheaded the design of a scheduling system catering to case managers and the homeless community in San Diego, emphasizing proficiency in SaaS product development.
- Led user research, prototyping, and testing phases to ensure user-centric design, collaborating closely with stakeholders.
- Contributed to application development using, React.js, and Tailwind ensuring seamless design-to-implementation alignment.
- Utilized FigJam for user flows and story mapping, enhancing team communication and maintaining a user-centered design approach.

STUDYFIND September/2022 - July/2023

Lead UX Designer/Frontend Developer

- Led a dynamic team of five in a successful web app redesign at StudyFind, collaborating closely with cross-functional teams.
- Established and maintained robust design systems to uphold consistency and enhance user experiences throughout the platform.
- Conducted in-depth user research, translating insights into data-driven design solutions to meet user needs effectively.
- Oversaw the synergy between the UX and development teams, playing a pivotal role in bringing the product to life by closely
 aligning design and development efforts. ppplied expertise in HTML, CSS, React, and JavaScript to craft intuitive user
 interfaces.

FRONTIDA RECORDS

September/2022 - May/2023

Product Developer Intern

- Designed and developed three custom health apps for low-income hospitals in Ukraine, Romania, and Uganda using Figma, Google AppSheet, WordPress and JavaScript.
- Conducted user interviews with stakeholders from five low-income hospitals, informing user-centered solutions.
- Utilized Python and JavaScript to streamline client data for seamless integration into new applications.
- Conducted user testing with clients, driving iterative design improvements for more efficient and impactful healthcare solutions.

DOTCOM MONITOR

June/2021 - October/2021

Product Design and Development Intern

- Teamed up with web designers to build websites, employing HTML, CSS, JavaScript, and Adobe Photoshop.
- Acquired proficiency in Adobe Photoshop and Figma to contribute to website design efforts.
- Collaborated with colleagues on the redesign of various components of the Dotcom-Monitor website.
- Played a pivotal role in developing and designing multiple websites aimed at enhancing company SEO efforts.

PROJECTS

Interfaith August/2023 - Present

- Designed an accessible mobile app in Figma for homeless individuals to schedule appointments with case managers.
- Executed a user-centric UX/UI process, including accessibility testing, to ensure an intuitive design for this user group.
- Collaborated with stakeholders to create an engaging and empathetic interface, improving user engagement and inclusivity.

TECHNICAL SKILLS

- Python, Java, C, Assembly
- Javascript, React, Node, HTML, CSS, TypeScript
- Github
- Figma

- Confluence/Jira
- Native Russian Speaker
- Story Mapping
- User Flows
- Tailwind

- Adobe Creative Suites
- WordPress
- PHP, JQuery
- Adobe Suite
- Design System